

## AMENDMENTS TO THE CLAIMS

1-63. (Cancelled)

64. (Currently Amended) A gaming device in a casino gaming network, comprising:

- a controller including at least one processor;
- a memory device;
- a first display;
- at least one interface for communicating with at least one other device in the gaming network;

the gaming device being operable to:

- control a wager-based game played on the gaming device;
- display a first game selection menu including a first portion of content representing at least one first game play opportunity for selectively playing a first wager-based game at the gaming device;
- receive first input from a first player relating to selection of a first game to be played at the gaming device;
- accept, at the gaming device, a first wager by the first player, ~~said~~ the first wager being associated with play of the first game at the gaming device;
- initiate a start of ~~a first active gaming session associated with~~ the first game to thereby enable the first player to engage in game play of the first game at the gaming device;
- detect an occurrence of a first game lockup event relating to the first game ~~active gaming session~~;
- enable, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first game ~~active gaming session~~;
- disable, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first game ~~active gaming session~~;
- after the first lockup mode is enabled, provide, during at least a portion of time while the first lockup mode is enabled, at least one second game play opportunity for allowing the first player to selectively play a second wager-based game at the gaming device concurrently while the first lockup mode is enabled;

receive, while the first lockup mode is enabled, second input from ~~[[a]]~~ the first player relating to selection of a second game to be played at the gaming device, wherein the second game is a game that the first player has not engaged in game play of at the gaming device;

determine an identity of the second game using the second input from the first player;

accept, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, ~~said~~ the second wager being associated with play of the second game at the gaming device;

initiate, while the first lockup mode is enabled, a start of ~~a second active gaming session associated with the identified~~ second game to thereby enable the first player to engage in game play of the second game at the gaming device, ~~wherein an outcome in the first active gaming session is independent of an outcome in the second active gaming session;~~ and

enable player wagers relating to the second game ~~active gaming session~~ to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

65. (Previously Presented) The gaming device of claim 64 being further operable to:

display, during at least a portion of time while the first lockup mode is enabled, a second game selection menu including a second portion of content relating to the at least one second game play opportunity for allowing the first player to selectively play the second wager-based game at the gaming device concurrently while the first lockup mode is enabled.

66. (Currently Amended) The gaming device of claim ~~[[64]]~~ 65 wherein the second portion of content does not include a game play opportunity for allowing the first player to selectively play the first game at the gaming device.

67. (Previously Presented) The gaming device of claim 64 being further operable to:

prevent an identity of the second game from being determined until after the second input has been received.

68. (Currently Amended) The gaming device of claim 64 being further operable to:

determine the identity of the second game after initiation of the first game ~~active gaming session~~ and in response to receiving the second input from the first player.

69. (Currently Amended) The gaming device of claim 64 being further operable to:

determine the identity of the second game after initiation of the first game ~~active gaming session~~ and in response to receiving the second input from the first player; and prevent acceptance of wagers on the second game before the identity of the second game has been determined.

70. (Previously Presented) The gaming device of claim 64 further comprising: an input mechanism for receiving cash or an indicia of credit.

71. (Currently Amended) The gaming device of claim 64 being further operable to:

disable game play capability relating to the first game ~~active gaming session~~ while the first lockup mode is enabled.

72. (Currently Amended) The gaming device of claim 64 being further operable to:

enable game play activity relating to the second game ~~active gaming session~~ to be conducted at the gaming device before the first game ~~active gaming session~~ has been closed, ended or terminated.

73. (Currently Amended) The gaming device of claim 64 wherein the gaming device is further operable to:

enable game play activity relating to the second game ~~active gaming session~~ to be conducted at the gaming device during at least a portion of time while the first lockup mode is enabled.

74. (Previously Presented) The gaming device of claim 64 wherein the first game is associated with a first game type, and wherein the second game is associated with a second game type which is different than the first game type.

75. (Currently Amended) The gaming device of claim 64 wherein the gaming device is further operable to:

detect an occurrence of a first game reset event relating to the first game ~~active gaming session~~;

disable, in response to detecting the first game reset event, the first lockup mode at the gaming device; and

enable, in response to the first lockup mode being disabled at the gaming device, wagers relating to the first game ~~active gaming session~~ to be accepted at the gaming device.

76. (Currently Amended) The gaming device of claim 64 wherein the gaming device is further operable to:

detect an occurrence of a first game reset event relating to the first game ~~active gaming session~~;

disable, in response to detecting the first game reset event, the first lockup mode at the gaming device; and

enable game play activity relating to the first game ~~active gaming session~~ to be resumed at the gaming device while the first lockup mode is disabled at the gaming device.

77. (Currently Amended) The gaming device of claim 64 wherein the first game lockup event relates to detection of a first value payout associated with the first game ~~active gaming session~~ being at least a predetermined amount.

78. (Currently Amended) The gaming device of claim 64 wherein the first game lockup event relates to detection of a hand payout event relating to the first game ~~active gaming session~~, the hand payout event necessitating manual or hand payout of a first payout amount to the first player in connection with the first game ~~active gaming session~~.

79. (Currently Amended) The gaming device of claim 64 wherein the first game lockup event relates to detection of a taxable payout event relating to the first game ~~active~~

~~gaming session~~, the taxable payout event necessitating manual documentation of a first payout amount to the first player in connection with the first game ~~active gaming session~~.

80. (Currently Amended) The gaming device of claim 64 wherein the first game lockup event relates to detection of a jackpot payout event relating to the first game ~~active gaming session~~.

81. (Currently Amended) The gaming device of claim 64 wherein the first game lockup event relates to detection of first wide area progressive (WAP) value payout associated with the first game ~~gaming session~~.

82. (Previously Presented) The gaming device of claim 64:  
wherein the first game selection menu includes content representing at least one first game play opportunity for selectively playing a first game type selected from a first group consisting of: poker, blackjack, slots, keno, craps, roulette and bingo;  
wherein the first game is associated with a first game type; and  
wherein the second game selection menu includes content representing at least one second game play opportunity for selectively playing, during at least a portion of time while the first lockup mode is enabled, a second game type which is different than the first game type.

83. (Previously Presented) The gaming device of claim 64:  
wherein the first game is associated with a first game type; and  
wherein the second game corresponds to a different version of the first game type.

84. (Currently Amended) A method for operating a gaming device in a casino gaming network, the method comprising:  
controlling a wager-based game played on the gaming device;  
displaying a first game selection menu including a first portion of content representing at least one first game play opportunity for selectively playing a first wager-based game at the gaming device;  
receiving first input from a first player relating to selection of a first game to be played at the gaming device;

accepting, at the gaming device, a first wager by the first player, ~~said~~ the first wager being associated with play of the first game at the gaming device;

initiating a start of ~~a first active gaming session associated with~~ the first game to thereby enable the first player to engage in game play of the first game at the gaming device;

detecting an occurrence of a first game lockup event relating to the first game ~~active gaming session~~;

enabling, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first game ~~active gaming session~~;

disabling, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first game ~~active gaming session~~;

after the first lockup mode is enabled, providing, during at least a portion of time while the first lockup mode is enabled, at least one second game play opportunity for allowing the first player to selectively play a second wager-based game at the gaming device concurrently while the first lockup mode is enabled;

receiving, while the first lockup mode is enabled, second input from ~~[[a]]~~ the first player relating to selection of a second game to be played at the gaming device, wherein the second game is a game that the first player has not engaged in game play of at the gaming device;

determining an identity of the second game using the second input from the first player;

accepting, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, ~~said~~ the second wager being associated with play of the second game at the gaming device;

initiating, while the first lockup mode is enabled, a start of ~~a second active gaming session associated with the identified~~ second game to thereby enable the first player to engage in game play of the second game at the gaming device, ~~wherein an outcome in the first active gaming session is independent of an outcome in the second active gaming session~~; and

enabling player wagers relating to the second game ~~active gaming session~~ to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

85. (Currently Amended) The method of claim ~~[[64]]~~ 84 further comprising:

~~display~~ displaying, during at least a portion of time while the first lockup mode is enabled, a second game selection menu including a second portion of content relating to the at least one second game play opportunity for allowing the first player to selectively play the second wager-based game at the gaming device concurrently while the first lockup mode is enabled.

86. (Currently Amended) The method of claim ~~[[84]]~~ 85 wherein the second portion of content does not include a game play opportunity for allowing the first player to selectively play the first game at the gaming device.

87. (Previously Presented) The method of claim 84 further comprising:  
preventing an identity of the second game from being determined until after the second input has been received.

88. (Currently Amended) The method of claim 84 further comprising:  
determining the identity of the second game after initiation of the first game active ~~gaming session~~ and in response to receiving the second input from the first player.

89. (Currently Amended) The method of claim 84 further comprising:  
determining the identity of the second game after initiation of the first game active ~~gaming session~~ and in response to receiving the second input from the first player; and  
preventing acceptance of wagers on the second game before the identity of the second game has been determined.

90. (Currently Amended) The method of claim 84 further comprising:  
disabling game play capability relating to the first game active ~~gaming session~~ while the first lockup mode is enabled.

91. (Currently Amended) The method of claim 84 further comprising:  
enabling game play activity relating to the second game active ~~gaming session~~ to be conducted at the gaming device before the first game active ~~gaming session~~ has been closed, ended or terminated.

92. (Currently Amended) The method of claim 84 further comprising ~~wherein the gaming device is further operable to:~~

enabling game play activity relating to the second game ~~active gaming session~~ to be conducted at the gaming device during at least a portion of time while the first lockup mode is enabled.

93. (Previously Presented) The method of claim 84 wherein the first game is associated with a first game type, and wherein the second game is associated with a second game type which is different than the first game type.

94. (Currently Amended) The method of claim 84 further comprising ~~wherein the gaming device is further operable to:~~

detecting an occurrence of a first game reset event relating to the first game ~~active gaming session~~;

disabling, in response to detecting the first game reset event, the first lockup mode at the gaming device; and

enabling, in response to the first lockup mode being disabled at the gaming device, wagers relating to the first game ~~active gaming session~~ to be accepted at the gaming device.

95. (Currently Amended) The method of claim 84 further comprising ~~wherein the gaming device is further operable to:~~

detecting an occurrence of a first game reset event relating to the first game ~~active gaming session~~;

disabling, in response to detecting the first game reset event, the first lockup mode at the gaming device; and

enabling game play activity relating to the first game ~~active gaming session~~ to be resumed at the gaming device while the first lockup mode is disabled at the gaming device.

96. (Currently Amended) The method of claim 84 wherein the first game lockup event relates to detection of a first value payout associated with the first game ~~active gaming session~~ being at least a predetermined amount.

97. (Currently Amended) The method of claim 84 wherein the first game lockup event relates to detection of a hand payout event relating to the first game ~~active gaming~~



~~session~~, the hand payout event necessitating manual or hand payout of a first payout amount to the first player in connection with the first game ~~active gaming session~~.

98. (Currently Amended) The method of claim 84 wherein the first game lockup event relates to detection of a taxable payout event relating to the first game ~~active gaming session~~, the taxable payout event necessitating manual documentation of a first payout amount to the first player in connection with the first game ~~active gaming session~~.

99. (Currently Amended) The method of claim 84 wherein the first game lockup event relates to detection of a jackpot payout event relating to the first game ~~active gaming session~~.

100. (Currently Amended) The method of claim 84 wherein the first game lockup event relates to detection of first wide area progressive (WAP) value payout associated with the first game ~~gaming session~~.

101. (Previously Presented) The method of claim 84:  
wherein the first game selection menu includes content representing at least one first game play opportunity for selectively playing a first game type selected from a first group consisting of: poker, blackjack, slots, keno, craps, roulette and bingo;  
wherein the first game is associated with a first game type; and  
wherein the second game selection menu includes content representing at least one second game play opportunity for selectively playing, during at least a portion of time while the first lockup mode is enabled, a second game type which is different than the first game type.

102. (Previously Presented) The method of claim 84:  
wherein the first game is associated with a first game type; and  
wherein the second game corresponds to a different version of the first game type.

103. (Currently Amended) A system for operating a gaming device in a casino gaming network, the system comprising:  
means for controlling a wager-based game played on the gaming device;

means for displaying a first game selection menu including a first portion of content representing at least one first game play opportunity for selectively playing a first wager-based game at the gaming device;

means for receiving first input from a first player relating to selection of a first game to be played at the gaming device;

means for accepting, at the gaming device, a first wager by the first player, ~~said~~ the first wager being associated with play of the first game at the gaming device;

means for initiating a start of ~~a first active gaming session associated with~~ the first game to thereby enable the first player to engage in game play of the first game at the gaming device;

means for detecting an occurrence of a first game lockup event relating to the first game ~~active gaming session~~;

means for enabling, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first game ~~active gaming session~~;

means for disabling, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first game ~~active gaming session~~;

after the first lockup mode is enabled, means for displaying, during at least a portion of time while the first lockup mode is enabled, a second game selection menu including a second portion of content representing at least one second game play opportunity for allowing the first player to selectively play a second wager-based game at the gaming device concurrently while the first lockup mode is enabled;

means for receiving, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device, wherein the second game is a game that the first player has not engaged in game play of at the gaming device;

means for determining an identity of the second game using the second input from the first player;

means for accepting, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, ~~said~~ the second wager being associated with play of the second game at the gaming device;

means for initiating, while the first lockup mode is enabled, a start of ~~a second active gaming session associated with the identified~~ second game to thereby enable the first player

to engage in game play of the second game at the gaming device, ~~wherein an outcome in the first active gaming session is independent of an outcome in the second active gaming session;~~  
and

means for enabling player wagers relating to the second game ~~active gaming session~~ to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

104. (Currently Amended) The system of claim 103 further comprising:  
means for enabling game play activity relating to the second game ~~active gaming session~~ to be conducted at the gaming device before the first game ~~active gaming session~~ has been closed, ended or terminated.

105. (Previously Presented) The system of claim 103 further comprising:  
means for preventing an identity of the second game from being determined until after the second input has been received.

106. (Currently Amended) The system of claim 103 further comprising:  
means for determining the identity of the second game after initiation of the first game ~~active gaming session~~ and in response to receiving the second input from the first player.

107. (Currently Amended) The system of claim 103 further comprising:  
means for determining the identity of the second game after initiation of the first game ~~active gaming session~~ and in response to receiving the second input from the first player; and  
means for preventing acceptance of wagers on the second game before the identity of the second game has been determined.

108. (Currently Amended) The system of claim 103 further comprising ~~wherein the gaming device is further operable to:~~

means for enabling game play activity relating to the second game ~~active gaming session~~ to be conducted at the gaming device during at least a portion of time while the first lockup mode is enabled.

109. (Currently Amended) The system of claim 103 wherein the first game lockup event relates to detection of a hand payout event relating to the first game ~~active gaming~~

~~session~~, the hand payout event necessitating manual or hand payout of a first payout amount to the first player in connection with the first game ~~active gaming session~~.

110. (Currently Amended) The system of claim 103 wherein the first game lockup event relates to detection of a taxable payout event relating to the first game ~~active gaming session~~, the taxable payout event necessitating manual documentation of a first payout amount to the first player in connection with the first game ~~active gaming session~~.

111. (Currently Amended) The system of claim 103 wherein the first game lockup event relates to detection of a jackpot payout event relating to the first game ~~active gaming session~~.

112. (Currently Amended) The system of claim 103 wherein the first game lockup event relates to detection of first wide area progressive (WAP) value payout associated with the first game ~~gaming session~~.

113. (Currently Amended) A gaming device in a casino gaming network, comprising:

- a controller including at least one processor;

- a memory device;

- a first display;

- at least one interface for communicating with at least one other device in the gaming network;

- the gaming device being operable to:

- control a wager-based game played on the gaming device;

- receive first input from a first player relating to selection of a first game to be played at the gaming device;

- accept, at the gaming device, a first wager by the first player, ~~said~~ the first wager being associated with play of the first game at the gaming device;

- initiate a start of ~~a first active gaming session associated with~~ the first game to thereby enable the first player to engage in game play of the first game at the gaming device;

- detect an occurrence of a first game lockup event relating to the first game ~~active gaming session~~;

enable, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first game ~~active gaming session~~;

disable, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first game ~~active gaming session~~;

after the first lockup mode is enabled, receive, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device, wherein the second game is a game that the first player has not engaged in game play of at the gaming device;

determine the identity of the second game after initiation of the start of the first game ~~active gaming session~~ and in response to receiving the second input from the first player;

accept, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, ~~said~~ the second wager being associated with play of the second game at the gaming device;

initiate, while the first lockup mode is enabled, a start of ~~a second active gaming session associated with the identified~~ second game to thereby enable the first player to engage in game play of the second game at the gaming device, ~~wherein an outcome in the first active gaming session is independent of an outcome in the second active gaming session~~; and

enable player wagers relating to the second game ~~active gaming session~~ to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.

114. (Currently Amended) A gaming device in a casino gaming network, comprising:

a controller including at least one processor;

a memory device;

a first display;

at least one interface for communicating with at least one other device in the gaming network;

the gaming device being operable to:

control a wager-based game played on the gaming device;

receive first input from a first player relating to selection of a first game to be played at the gaming device;

accept, at the gaming device, a first wager by the first player, ~~said the~~ the first wager being associated with play of the first game at the gaming device;

initiate a start of ~~a first active gaming session associated with~~ the first game to thereby enable the first player to engage in game play of the first game at the gaming device;

detect an occurrence of a first game lockup event relating to the first game ~~active gaming session~~;

enable, in response to detecting the first game lockup event, a first lockup mode at the gaming device, wherein the first lockup mode is associated with the first game ~~active gaming session~~;

disable, while the first lockup mode is enabled, player wagering capability at the gaming device for receiving wagers relating to the first game ~~active gaming session~~;

after the first lockup mode is enabled, receive, while the first lockup mode is enabled, second input from a first player relating to selection of a second game to be played at the gaming device, wherein the second game is a game that the first player has not engaged in game play of at the gaming device;

prevent acceptance of wagers on the second game before the identity of the second game has been determined;

determine an identity of the second game using at least a portion of the second input;

accept, at the gaming device and while the first lockup mode is enabled, a second wager by the first player, ~~said the~~ the second wager being associated with play of the second game at the gaming device;

initiate, while the first lockup mode is enabled, a start of ~~a second active gaming session associated with the identified~~ second game to thereby enable the first player to engage in game play of the second game at the gaming device, ~~wherein an outcome in the first active gaming session is independent of an outcome in the second active gaming session~~; and

enable player wagers relating to the second game ~~active gaming session~~ to be accepted at the gaming device during at least a portion of time while the first lockup mode is enabled.